

IN THE CLAIMS

Please substitute the following amended claims 10, 22, 35 and 36 for corresponding claims 10, 22, 35 and 36 previously presented. A copy of the amended claims showing current revisions is attached.

✓ *Sub B3* 10. (Amended) A game system according to claim 1, wherein said game card optically readably records by a two-dimensional array of dots at least the identification data and characteristic data of the character in a mechanically readable recording form, and

wherein said external information reading circuitry is an optical reader for optically reading the identification data and characteristic data of the character recorded on said game card.

✗ 22. (Amended) A game card according to claim 16, wherein said external information reading circuitry is an optical reader for optically reading the identification data and characteristic data of the character recorded in said game card, and

wherein said game card includes an optically readably recording of at least the identification data and characteristic data of the character including a two-dimensional array of dots.

✗ 35. (Amended) A game system according to claim 28, wherein said data stored on said game card includes text data explaining an individual feature of the

character, and

wherein said processing system displays text data read by said reading circuitry on a game screen.

*Sub B1*  
36. (Amended) A game system according to claim 28, wherein said game card optically readable records by a two-dimensional array of dots at least identification data and characteristic data of the portrayed character in a mechanically readable recording form, and

wherein said reading circuitry is an optical reader for optically reading the identification data and characteristic data of the character recorded on said game card.

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Please add new claims 44 - 56 as follows:

*Sub B17*  
--44. (New) A game system for use with at least one game card visually portraying a figure of a character and storing information for use in a card game comprising:

reading circuitry for reading information from said game card;  
a game information storage medium including a memory storing a game program for playing a game related to said at least one game card; and  
a game machine including a processing system for executing an image display game program, wherein a portion of said image display program is stored in said game information storage medium and a portion of the image display

program is obtained from said at least one game card.--

--45. (New) A game system according to claim 44, wherein said game information storage medium includes processing circuitry.--

--46. (New) A game system according to claim 44, wherein said game machine is a hand-held device and includes a display.--

--47. (New) A game system according to claim 44, where said game card includes identification data of the character portrayed thereon and characteristic data relating to a characteristic of the associated character.--

--48. (New) A game system according to claim 44, wherein said game information storage medium includes, for each of a plurality of characters, a first memory section for storing identification data and characteristic data, and a second memory section that stores identification data and characteristic data acquired during progress of the game.--

--49. (New) A game system according to claim 44, wherein said at least one game card includes a plurality of trading cards each including a figure of a character differing in rarity value, and

said game system uses said cards to play a game associated with the game program stored in said game information storage medium.--

--50. (New) A game system according to claim 44, wherein the at least one game card includes sound data related to at least an associated character, and

wherein said processing system generates sound of the character on the basis of sound data read by said reading circuitry.--

*S-5 B11*  
--51. (New) A game system for use with at least one game card visually portraying a figure of a character and storing information for use in a card game in the form of a two dimensional array of dots comprising:

reading circuitry for reading the two dimensional array of dots from said game card;

a game information storage medium including a memory storing a game program for playing a game related to said at least one game card, and

a processing system for executing a card related image display game program, wherein at least a portion of said card related image display program is stored in said game information storage medium, said processing system being operable to process graphics image data embodied in said two-dimensional array of dots.--

--52. (New) A game system according to claim 51, wherein said reading circuitry and said game information storage medium are housed in a removable cartridge.--

--53. (New) A game system according to claim 51, wherein said processing system is a hand-held device and includes a display.--

--54. (New) A game system according to claim 51, where said game card